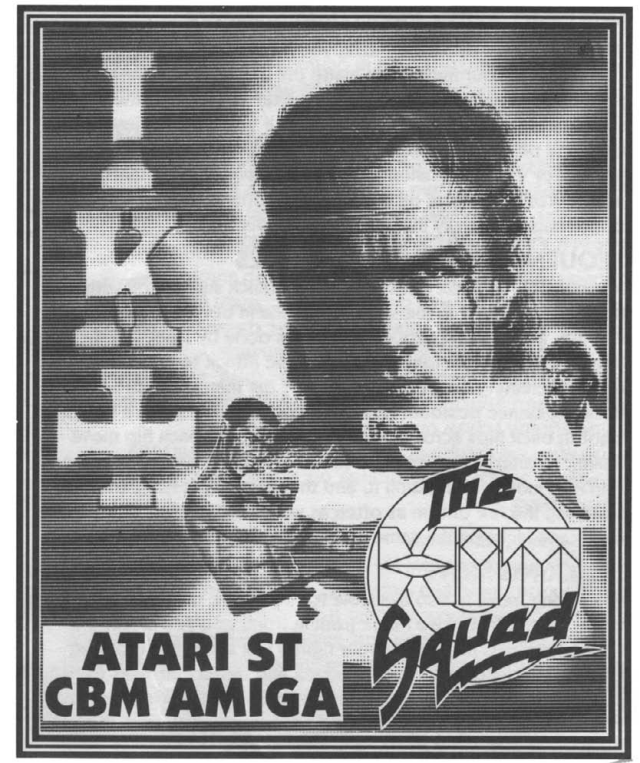




**ATARI ST
CBM AMIGA**

IK+

There are 17 different moves that can be made, all controlled by the joystick and with practice all these moves can be executed smoothly in a flowing fight sequence without your fighter pausing momentarily between moves. The joystick system is simple enough for players to learn quickly, and after some further experience of how the moves behave, much more sophisticated control can be achieved.

Opponents can be hit in the head, chest, stomach, shins and feet from in front or behind, although an attacker receives only half the score for attacking from behind.

The game gets progressively harder up until about level 25, after which your opponents will adopt different attack or defence strategies. As your score increases, your belt will change colour. There are six belt colours each of which has 3 levels, making 18 belt levels in all. You can find out your exact belt colour by pressing the HELP key whilst fighting.

At the end of each fighting round, a wise old judge appears to instruct players and announce the 1st, 2nd, and 3rd ranking. If a human player is in 3rd place he is out of the game. So long as you stay in 2nd or 1st place you stay in the game.

Your fighter can only be controlled by joystick. It is recommended that joysticks with a firm tactile feel are used, as large wobbly sticks are not as manageable since they move too far and provide less feedback as to when their switches have closed.

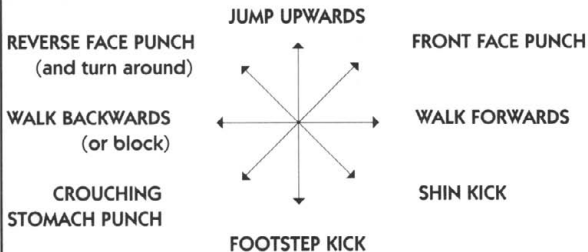
Each of the sight positions selects a type of move, and pressing the button gives another eight. In special cases an extra blocking move is available as detailed later. Some of the moves cause the man to

make a move AND turn around to face the other direction. When this happens, all the movement selections are reversed left-to-right. For example, when facing right, a front-face-punch is made by pressing the joystick up to the right but when facing left the same attacking move is made by pressing the joystick up to the left.

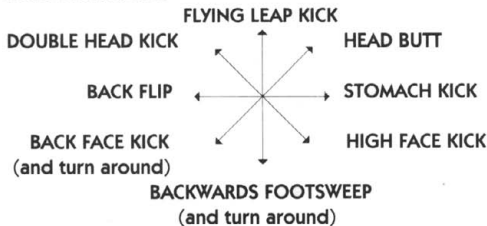
CONTROLS

For a man facing RIGHT, the joystick controls are as follows:

FIRE BUTTON NOT PRESSED



FIRE BUTTON PRESSED



HOLDING AND CANCELLING A MOVE

When making an attacking move, you must hold the joystick in position until your fighter has made the actual attack. Releasing the joystick any sooner will cause your fighter to return to the standing stance and therefore cancel the attack. If you hold the joystick in the same position, then that move is held until you release the joystick or you select another move. However, the actual hitting action is only effective on the initial movement - after all, seasoned opponents are hardly likely to run into your fist!

SEQUENCES OF SMOOTH MOVES

It is possible to make a lot of moves in quick succession without the fighter pausing in the standing stance in between, thus allowing smooth, free-flowing sequences. This is done by selecting the first move, holding it just long enough for the attack to occur, then quickly selecting the next move before the man returns to the standing stance position. This will allow such actions as a series of smooth back flips across the screen (select the back flip move again), an alternating face and skin kick action (by selecting the shin kick move and holding it, and then simply pressing and releasing the fire button as often as you want) or even alternating back-face-kicks by the same method.

BLOCKING MOVE

A blocking move is also available for defensive purposes. If you are being attacked at close range from in front, and you select the walk-backwards move then your fighter will stand in a blocking posture for the duration of the attack and deflect all kicks to head, chest and stomach. However, it is not possible to block foot and skin kicks. The only way to avoid them is to jump or back flip out of the way, or attack back with, say, a flying kick.

DOUBLE HEAD KICK

It is possible to knock out both opponents, score 2000 points and get 3 combat points all in one go.

Every third round there is a bonus stage. There are two types of bonus stage, the first being the Ball mode where you have to use a shield to deflect bouncing balls from all angles, the second is the Bomb mode where you must kick away or avoid lots of little fuse bombs before they blow up. Survival of these bonus stages is worth a lot of extra points.

LOADING

ATARI ST Switch your computer off. Insert disc in the disc drive and switch the computer back on. The program will load automatically. Follow on screen instructions.

AMIGA 500 Switch your computer off. Disconnect the external disc drive. Insert disc in the internal disc drive. Switch the computer back on and the program will load automatically.

AMIGA 1000 Switch your computer off. Disconnect the external disc drive. Boot up with the system disc. When the workbench icon appears, insert the program and it will load automatically.

GAME CONTROLS AND OPTIONS

If you only want to play a one player game, then leave the mouse in the left joystick port and simply insert your joystick in the empty right-hand port. For two players you will need to put a 2nd joystick in the left/mouse port. The white man is always the 1st player/right hand joystick port.

FIRE-BUTTON ON JOYSTICK 2 - if in demo mode, start a 1 player game

FIRE-BUTTON ON JOYSTICK 1 - if in demo mode, start a 2 player game

F1 - start one player game (or restart)

F2

F3

F4

F6-F10

F8

~

+/-

HELP

UP/DOWN CURSOR KEYS

S

T

B

J

SPACE

P

????

- start two player game (or restart)

- turn on/off background music

- disable/enable sound effects

- speed controls.

- is normal speed.

- change sunset ripple colours.

- turn up/turn down music volume

- show alive men's belt colour and level

- scroll up/down Hall of Fame, if shown

- change colour of the slanting shadows

- make men's trousers drop if standing

- show different shield in Ball mode

- make Judge change his jacket

- pause the game if fighting

- play continuous sound effects in pause

- special key codes

The white jacketed player is controlled by the right joystick port, the Red is controlled by the left/mouse port. On the right hand side of the screen is shown the level number or round you are on, the 30 second round count-down timer and below that, the game's speed.

GAME OBJECT

In the one player game, there are two computer controlled opponents out to get you. The match ends when you come in 3rd place in a fight round. The two player game starts with two human controlled fighters and only one computer controlled man. Any human controlled players that come in 3rd place go out of the game leaving one person to fight it out with two computer controlled fighters.

When the BALL mode starts you will be shown standing in the centre of the screen holding a small shield with which you must deflect the balls that come bouncing towards you. You can hold the shield in seven different positions. You will only ever have to deflect one ball at any one time, but their speed gradually increases. You can also dodge and duck under the higher balls. On the later stages the balls maximum speed increases, and you also get flashing balls whose bounce height alternates which makes it even harder. But if you can survive all 64 balls you will get a massive 5,000 point bonus in addition to the 100 points for each ball deflected, which means that highly skilled players can add over 10,000 points to their score and thus get to black belt status more quickly. As you can see from the controls list above, if you press the 'B' key at the start of the round your shield will change, just in case you feel like a change.

In the BOMB stage you can move across the screen as normal. But all around you, small time bombs will suddenly appear with a fuse which will fizzle down to nothing. After that, they might blow up immediately, or be delayed by a second because the fuse hasn't quite gone out. But you must not get hit by any parts of the bomb as it blows up. Your aim is to kick all the bombs off the screen for 100 points each before they blow up, or even to avoid them altogether. You can use a footsweep kick or a shin kick to get them off the screen. If you survive all the bombs you will get a 5,000 point survival bonus.

PAUSING THE GAME

The game can be paused during a fight round by pressing the space bar. This will cause one of two types of pause mode to occur where six men are shown practicing their moves. If you then press the 'P' key you will be able to hear their punches, grunts and groans as they keep time.

© System Three Software

**OPERATION
WOLF**
BATMAN THE MOVIE
RAMBO III
PREDATOR
PLATOON

LOOK OUT FOR THESE
FANTASTIC GAMES FROM

